

A gaming system comprises one or more player stations, a repository containing a number of different software programs, and a download server. Each player station is identified by a unique code. A selected software program contained in the repository is encrypted as a function of the unique identification code of a particular player station. The download server downloads the encrypted software program to the particular player station. A security module associated with the particular player station decrypts the downloaded encrypted software program to obtain therefrom a decrypted identification code. The security module enables execution of the downloaded encrypted software program when the decrypted identification code is the same as the unique identification code of the particular player station, and disables execution of the downloaded encrypted software program when the decrypted identification code is different from the unique identification code of the particular player station.